8/16-Central • September 1991

(To read an article, double-click on the title of it.)

Colored Text on the IIgs • Lawrence deHay

One thing I've always lusted after on the IBM was colored text. I like the looks of text-based programs, but I'm not a big fan of monochrome screens. Lawrence deHay has come to the rescue with a set of routines that allows you to place colored/flashing/inverse text on the 80-column IIgs screen. Well, almost. He's developed a Super Hi-Res Character Generator that's quite powerful and speedy. You're working in graphics mode, but it looks exactly like the text screen. And Lawrence even includes those cool IBM box-making characters in his font. The program listings are in Merlin format.

Unleashing the S in IIgs • Nate Trost

Nate Trost is back with the first in a series of articles on sound and graphics for the IIgs. You'll find out all about the sound hardware of the IIgs, how to play digitized sounds, how to create sounds by accessing the hardware directly, learn about various compression routines, and see (hear?) how to play music. This first installment delves into using tool calls like FFStartSound to playback digitized sounds in your programs. The program source for the demo program is in Merlin format.

AmperPrint • Karl Bunker

The man who brought you Dogpaw and Sneeze is back - with a program that has a normal sounding name. AmperPrint is an assembly language utility that can be used from Applesoft. Its main purpose in life is to spit the contents of an array to the video screen as fast as is humanly (or computerly) possible. It accomplishes that quite nicely, too. The AmperPrint source code is formatted for the Lisa 816 assembler, but you shouldn't have any trouble converting it.

Dungeon-Central - Part III • Jay Jennings

This third installment in a series of articles introduces an adventure game that's actually playable. No, it's not commercial quality, but you can use the same basic techniques to create a game that is. Handling an inventory is the main focus this time, although we take a side trip into saving and restoring games, and looking at objects in the room. The dungeon source code is in Merlin format.

Other things to look at on the disk:

- **September Editorial**
- **DB Programming by Gary McLaughlin**
- **America Online Tech Talk**
- **GEnie Tech Talk**
- **Classified Ads**
- **What's New?**
- **KansasFest Report**

NOTE! Some of the regular columns and misc info files are not on this disk. The articles turned out larger than usual and I was desperate for disk space. Those things that are missing will return next month.

Hurrah! You can now print the contents of any text field while in the 16-bit front-end. This XCMD only took 8 months to write <grumble grumble>. I still don't know exactly what the bug was, but it started working so I threw it on the disk. :)